



STARFINDER INFINITE



CRYO-ARTIFICER A STARFINDER ARCHETYPE

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CRYO-ARTIFICER

Throughout the history of the Pact Worlds, there have always been those determined to harness the devastating power of frigid cold. Their efforts have ranged from studying ancient frozen relics recovered from forgotten worlds, sending expeditions into places of power among dark tundras and remote icy asteroids, and even organising vast extraplanar studies of the point where the elemental planes of air and water meet.

Whilst weapons manufacturers across the universe continue to churn out a variety of lethal armaments that can blast frozen air or launch chunks of ice, there are still those who believe that this barely scratches the surface of what could be achieved; so much more is possible through the marriage of magic, technology, and bleeding edge innovation. Those determined to prove this point are the Cryo-Artificers, who make use of hybrid magitech 'Cryofuel' to alter the flow of their energy weapons, create spontaneous weather events and power their ingenious inventions.

ALTERNATE CLASS FEATURES

This archetype grants optional alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th levels. At each of these levels, you can choose the alternate feature or the class feature for your class. If a class feature requires a saving throw, the DC equals 10 + half your class level + your key ability score modifier.

Cryofuel (Su) 2nd Level

You learn how to make use of Cryofuel, and you can attach various tubes, disposable devices and magitech gizmos onto your equipment to imbue unlock the power of cold energy.

When you would deal energy damage through a direct weapon attack, effect, spell or grenade, you can change the type of energy damage dealt to Cold. In the case of a damage split between kinetic and energy, only energy damage gets converted to Cold. If the damage is split between two energy types, it is up to you if either or both are converted to cold damage. However, this never changes whether a weapon targets EAC or KAC. Any critical effects such as Burn or Corrode that deal further energy damage over time also have their damage type changed to Cold if their originating effect was altered. If you possess a Drone artificial intelligence class feature, you can instruct your Drone to switch between Cold and their weapon's regular energy type as a Swift Action.

Additionally, you also gain a permanent 10% discount on crafting everything on *Table 1-1: Cryo-Artificer Craftable Items*, and are considered aware of the methods and materials required.

Frozen Fortifications (Su) 4th Level

You gain a tank of potent Cryofuel, which has a number of charges equal to your level. All charges are restored as part of a long rest. It has a negligible bulk, and is typically stored in a backpack or clipped to a belt.

Additionally, as a Move Action you are able to expend one Cryofuel charge to construct quick, temporary cover. This acts as per the Barricade feat, with the following exceptions: You can create the barricade at a range of close (25 ft. + 5 ft./2 levels) and it does not require nearby objects for its creation.

Flash-Freeze Coolant (Su) 6th Level

Your Cryofuel tank has expanded and improved, allowing you to recover 1d4 charges when you spend 1 Resolve Point as part of resting to recover Stamina. If this is the first Cryofuel class feature you have selected, you gain a Cryofuel tank as described in the 'Cryofuel' class feature, aside from the improved recovery mentioned in this class feature.

Additionally, as a Move Action you are able to expend three Cryofuel charges to temporarily imbue a weapon, grenade, ammunition or other consumable item with Flash-Freeze Coolant. This changes the damage type of the energy to cold. A creature hit by the Flash-Freeze Coolant effect becomes entangled for 1d4 rounds, or until it escapes with an Acrobatics check (DC = 10 + weapon's item level + the attacker's Dexterity modifier) or a Strength check (DC = 15 + weapon's item level + the attacker's Dexterity modifier). An entangled creature can attempt such a check as a move action. See page 275 of the *Starfinder Core Rulebook* for information about the entangled condition.



Glacial Inventions (Su) 9th Level

Your Cryofuel tank has expanded and improved, allowing you to recover 1d6 charges when you spend 1 Resolve Point as part of resting to recover Stamina. If this is the first Cryofuel class feature you have selected, you gain a Cryofuel tank as described in the 'Cryofuel' class feature, aside from the upgraded capacity mentioned in this class feature.

Additionally, your Cryofuel equipment has improved enough to allow you to duplicate the effects of a few specific spells. By expending the specified number of Cryofuel charges, you can cast a spell from the following list as a spell-like ability: *Grease* (3 charges), *Blast Door* (4 Charges), *Ice Bolt* (5 charges) and *Polar Vortex* (5 charges). The save DC of these spells is equal to 10 + the spell level + your key ability score modifier. *Grease* is recreated through a slick of icy ground as a blob of Cryofuel rapidly spreads across a solid surface, whilst the barrier conjured by *Blast Door* appears to be made of chilling, thick ice, although still functions in all ways as per the original spell.

Frigid Storm-tech (Su) 12th Level

Your Cryofuel tank has expanded and improved, allowing you to recover 1d8 charges when you spend 1 Resolve Point as part of resting to recover Stamina. If this is the first Cryofuel class feature you have selected, you gain a Cryofuel tank as described in the 'Cryofuel' class feature, aside from the upgraded capacity mentioned in this class feature.

Additionally, your Cryofuel equipment has improved enough to allow you to duplicate the effects of specific higher-level spells. By expending the specified number of Cryofuel charges, you can cast a spell from the following list as a spell-like ability: *Cosmic Eddy* (9 charges), *Hold Monster* (9 charges) or *Wall of Stone* (9 charges). The save DC of these spells is equal to 10 + the spell level + your key ability score modifier. *Hold Monster* takes the form of rapidly forming ice on a target; if it fails the save, it is frozen like an icy statue for the duration. *Wall of Stone*, much like *Blast Door* before it, takes the aesthetic form of a towering wall of ice, although still functions in all ways as per the original spell.

Eternal Winter (Su) 18th Level

Your Cryofuel tank has expanded and improved, allowing you to recover 1d10 charges when you spend 1 Resolve Point as part of resting to recover Stamina. If this is the first Cryofuel class feature you have selected, you gain a Cryofuel tank as described in the 'Cryofuel' class feature, aside from the upgraded capacity mentioned in this class feature.

Additionally, your Cryofuel equipment has improved to the point of replicating exceedingly potent higher-level spells. By expending the specified number of Cryofuel charges, you can cast a spell from the following list as a spell-like ability: *Hailstorm* (12 charges), *Heat Leech* (12 charges) or *Wall of Force* (12 charges). The save DC of these spells is equal to 10 + the spell level + your key ability score modifier. As with *Wall of Stone* and *Blast Door*, *Wall of Force* appears to be composed of magically-strengthened ice to create a nigh-impenetrable barrier, although still functions in all ways as per the original spell.

The early pioneering Cryo-Artificing came from the planet of Verces, where the baking heat of Fullbright is mirrored by the biting chill of Darkside. The necessity of dealing with Verces' unpredictable weather and extreme conditions has resulted in the planet producing some of the most revolutionary magitech solutions to issues of temperature control, which in turn laid the foundation for the creation of Cryofuel. Although this potent substance can be replicated with relative ease, it contains many properties that mean it is best handled by skilled experts.

Despite this, many different individuals and factions have toyed with this revolutionary invention, and created a variety of unique and fascinating designs in the field of Cryo-Artifice. Most notable is pioneering inventor **Erinaeus Tyo Flend** of Clan Betrangular (CG female kasatha cryo-artificer mechanic) who first came to the public's attention after her now-famous extinguishing of the raging inferno upon the pleasure barge 'Light-Touched Bliss' in a video that soon went viral across the Pact Worlds. Erinaeus has since gone on to exhibit her inventions to the public and is rarely seen without her Cryofuel-wielding robotic drone, **Lil' Chiller**, whose snow-friendly design can push through even the worst icy conditions. Erinaeus now has her own moderately popular infosphere show, where she and her drone demonstrate new inventions and test the limits of Cryofuel science in new and interesting ways, although it is widely agreed on by the scientific community that the Kasatha's real breakthroughs and experimentation is done in private, and nothing appears on her show before being thoroughly patented and claimed.

Whilst the majority of Cryo-Artificers do not seek to advertise their fabulous magitech for fear of opportunistic thieves or jealous competitors, recent years have seen more of their number seeking to join mercenary groups and scientific expeditions. Unless they have acquired their Cryofuel goods entirely through financial arrangements, many who call themselves Cryo-Artificers are highly valuable as talented engineers and tinkerers. The control they bring to the battlefield and their cool heads under pressure make them valuable additions to any squad.

Many open-source blueprints have begun to circulate among Cryo-Artificing communities, leading to a wave of personalised designs and mainstream products. Designs for new Cryofuel Tanks, gadgets for the spontaneous creation of ice elementals and fantastic vehicles capable of skimming along ice and snow are just some of these ingenious inventions.





TABLE 1-1: CRYO-ARTIFICER CRAFTABLE ITEMS

ITEM	LEVEL	PRICE	BULK
HYBRID ITEMS			
IMPROVED CRYOFUEL TANKS			
ICT, Multi-Compartment	4	600	2
ICT, Programmable	4	950	1
ICT, Cold Cannon	4	750	1
MAGIC ITEMS			
ELEMENTAL GEMS (STARFINDER - ARMORY)			
Elemental gem, mk 1 (Ice)	3	250	L
Elemental gem, mk 2 (Ice)	6	650	L
Elemental gem, mk 3 (Ice)	9	2,000	L
Elemental gem, mk 4 (Ice)	12	5,000	L
VEHICLES			
ICE GLIDERS			
Ice Glider, Cryo-Board	1	2,725	
Ice Glider, Cryo-Bike	2	3725	
Ice Glider, Cryo-Drill	3	4,995	

Improved Cryofuel Tanks

Whilst some Cryo-Artificers keep their Cryofuel Tanks tucked away in a subtle place, others prefer to make use of sizable, potent hybrid backpacks. There are three distinct models of Improved Cryofuel Tanks that are commonly constructed among Cryo-Artificers based on designs that have been circulated on infospheres across the Pact Worlds, each one conveying a unique benefit to the individual who wears it. Only one Improved Cryofuel Tank can be equipped at once, and they cannot be equipped at the same time as a Backpack, as they offer their own storage and take up the same space on a character's body.

Each Improved Cryofuel Tank contains and protects a Cryo-Artificer's Cryofuel Tank (as mentioned in *Frozen Fortifications* and all class features afterward), although if the Improved Cryofuel Tank is removed or destroyed, the Cryo-Artificer is still considered to have their remaining charges of Cryo-Fuel, and their class abilities are not affected. Each model can also carry approximately 2 bulk's worth of items. When worn properly, the bulk of the Improved Cryofuel Tank itself does not count against your bulk carried (though it does if you carry it in your hands), but the bulk of any items stored within it does.

Multi-Compartment

Popular among Humans, Vesk and Shirren who regularly trek through adverse conditions, the bulky Multi-Compartment model contains an emergency supply of Cryofuel as well as a great deal of extra storage space. It is equipped with many useful compartments and subtle panels, which are considered to be secured with a 'Simple Lock' from the *Starfinder Core Rulebook*. This lock can be upgraded or replaced with a more expensive model for the standard prices. When wearing a Multi-Compartment Improved Cryofuel Tank, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity. Additionally, you treat your level as 1 higher for the purpose of determining your maximum Cryofuel charges.

Programmable

Favoured by Androids, Ysoki and other more tech-minded species, the Programmable model is sleek and modern in its aesthetic design. It contains a Tier 2 Computer with 1 level of Miniaturization and a Datapad Primary Interface. Aside from functioning as a handy reference for Cryo-Artificer designs and formulae, this computer also operates internal hardware to aid in the production of Cryofuel. When wearing a Programmable Improved Cryofuel Tank, you treat your Strength score as 1 higher for the purpose of determining your carrying capacity. Additionally, you regain 1 extra charge of Cryofuel whenever you recover Cryofuel charges. This extra charge does not allow you to fill your Cryofuel Tank past its maximum capacity.

Cold Cannon

The Cold Cannon model is the most unique in its design, and often favoured by mercenaries or field scientists who frequently find themselves using their techniques and gadgetry in battle. It was first made famous by celebrity Cryo-Artificer Erinaeus Tyo Flend, who makes use of a potent Cold Cannon design of her own invention. Imitation designs and attempted replicas are commonplace among the Cryo-Artificer community, especially among the small circle of dedicated fans that follow Erinaeus' every creation with eager anticipation. Whilst the Cold Cannon design contains the storage space for items and equipment in its cylindrical base, much of the framework protects a complex delivery system for Cryofuel, improving the range of an individual's Cryo-Artifice techniques. When wearing a Cold Cannon Improved Cryofuel Tank, you treat your level as 2 higher for the purpose of determining the range of your Cryo-Artificer class features and spell-like abilities.

Elemental Gems

Through a careful mixture of latent matter from the borderlands between the elemental planes of air and water, as well as a considerable amount of Cryofuel, Cryo-Artificers have discovered a relatively inexpensive way to summon forth effective Ice Elementals to aid them in battle. Although their frigid forms cling together only for a short while they are, at worst, a handy distraction. At best, they are unstoppable juggernauts of icy terror, barrelling through enemy front lines and raining down numbingly cold blows upon the Cryo-Artificer's enemies.

An Elemental Gem crafted with a Cryo-Artificer's discount (from the 'Cryofuel' class feature, gained at 2nd level) can only contain an Ice Elemental. The Ice Elemental graft can be found on page 57 of *Starfinder #13: Fire Starters*, or on any reliable Starfinder SRD, and is applied to the generic elemental statblock of the appropriate level.

Ice Gliders

Popular among the eager thrill-seekers and mercenary Cryo-Artificers, many varieties of the classic Erinaeus Ice Glider have already sprung up. These sleek personal vehicles are used to navigate the chilly territory that many Cryo-Artificers favour. Whilst they favour Arctic terrain, their Cryofuel engines often allow for them to produce arcing paths of ice for them to ride upon, giving the illusion of graceful flight. These devices have usually been custom modified to fit the exacting needs of their owner, and may contain experimental or unstable magitech. For more information on customising your own vehicle or even creating a whole new unique Ice Glider, see pages 76 to 83 of *Starfinder Tech Revolution*, or any reliable Starfinder SRD. All Ice Gliders are equipped with the Arctic variety of the 'Terrain Adaptation (Hybrid)' vehicle modification.

CRYO-BOARD ICE GLIDER

LEVEL 1

PRICE 2,725

Tiny land and air vehicle (1 ft. wide, 3 ft. long)

Speed 40 ft., full 100 ft., 22 mph (fly)

EAC 11; **KAC** 12; **Cover** none

HP 12 (6); **Hardness** 4

Attack (Collision) 1d4 B (DC 16)

Modifiers +2 Athletics, -3 attack (-6 at full speed)

Systems arctic terrain adaptation (hybrid)

DESCRIPTION

Easily stowed upon the back or even in a suitably large backpack (such as a Multi-Compartment Improved Cryofuel Tank) the Cryo-Board Ice Glider allows for a very close approximation of flight. It uses minimal amounts of Cryofuel (taking no charges) to generate a slightly concave 'road' of ice in the air ahead of it at all times, whilst jets near the back allow for rapid acceleration and the maintaining of forward momentum. These icy paths quickly melt and usually evaporate entirely before reaching the ground as the magitech energy field moves away. Whilst this unique method of transportation can take a great deal of practice, those that have mastered this tiny vehicle swear by the agility and precision of its nimble, smooth movements. In true arctic terrain, it can surf and fly across regular snow with ease, and is available in a variety of shapes, such as triangular, surfboard and even a simple disc.

CRYO-BIKE ICE GLIDER

LEVEL 2

PRICE 3,725

Large land and air vehicle (5 ft. wide, 10 ft. long, 3 f. high)

Speed 20 ft., full 500 ft., 55 mph (fly)

EAC 10; **KAC** 12; **Cover** none

HP 14 (7); **Hardness** 5

Attack (Collision) 3d4 B (DC 9)

Modifiers +2 Piloting, -1 attack (-3 at full speed)

Systems arctic terrain adaptation (hybrid), planetary comm unit;

Passengers 1

DESCRIPTION

As at home zipping along urban streets as rolling across ice and snow, the Cryo-Bike is capable of generating its own tough ice bridges that last just long enough for this vehicle to make use of them. However, it lacks the rapid manoeuvrability of the Cryo-Board, and must keep up its momentum whilst off the ground. Many independent observers consider the Cryo-Bike to be a highly dangerous vehicle, but that hasn't stopped hundreds of eager individuals flocking to this new technology.

CRYO-DRILL ICE GLIDER

LEVEL 5

PRICE 11,225

Large land and tunnelling vehicle (5 ft. wide, 10 ft. long, 5 ft. high)

Speed 15 ft., full 350 ft., 40 mph (land); 15 ft., full 45 ft., 5 mph (burrow)

EAC 18; **KAC** 19; **Cover** total cover

HP 60 (30); **Hardness** 10

Attack (Collision) 5d8 B (DC 12); ignores 5 points of hardness

Modifiers +1 Piloting, -1 attack (-3 at full speed)

Systems arctic terrain adaptation (hybrid), autocontrol, enhanced sensors (darkvision 120 ft., sense through [vision, stone only] 30 ft.), planetary comm unit; **Passengers** 1

DESCRIPTION

Capable of piercing through dirt and loose rock with the impressive drill head at the front, this model of Ice Glider is far more sturdy than most. It is capable of manoeuvring with ease in arctic environments thanks to its treaded wheels, although it is far too heavy and slow to 'fly' through the air on arcs of ice like the smaller models. The vehicle is still capable of briefly freezing the terrain before it, enabling it to glide smoothly over treacherous surfaces that would pose a problem to other vehicles.



IN THIS PUBLICATION

Lucy Clinch illustrates the Kasatha celebrity **Erinaeus Tyo Flend** and her drone companion testing their frosty technology, as well as other gadgetry and poses throughout.

CLINCH
CREATIONS

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